

WESTMINSTER

A computerised board game for 1 to 4 players

OUTLINE

Each player will lead one of the four parties: Conservative (Con), Labour (Lab), Liberal (Lib) or a coalition of independent parties (Ind). You will move round 60 constituencies where you can spend money on canvassing. At the end of the game voting will take place and you will be able to see how well you played. Central Party Office give you £8000 to start you on the campaign trail. More help will come from Central Party Office during the game.

RULES

Each of the four parties (Con, Lab, Lib, Ind) will be offered at the start of the game. If no one wants to lead that party then RETURN should be pressed, otherwise your name (maximum 18 letters and spaces) should be typed and then RETURN pressed.

Next you will be asked how many rounds of

canvassing you want. Each player will take or miss one turn during each round. 120 rounds will take about an hour to play. When all the rounds have been played you will be asked if you want to extend the canvassing; so if you have chosen too few rounds you will be able to add extra then. You will get a better game if you know at the start how many rounds you will play.

PLAYING AREA

During each round a player who does not miss a turn will be moved at random between 1 and 8 segments around a ring. This ring consists of 60 constituencies plus 15 random outcome boxes. Each time you complete a full constituency circuit you will receive between £4570 and £5250 from Central Party Office. Each time you complete a half circuit (pass constituency 31, Cardigan) Central Party Office donates between £3325 and £3675 to your campaign.

CONSTITUENCIES

When you land on a constituency the border colour represents your party, blue-

Conservative, red-Labour, orange-Liberal, green-Independent. The background colour (large rectangle) shows the party that is leading in that constituency.

An opinion poll will be shown for each constituency telling you how many votes each party can expect to get. You must decide whether it is worthwhile putting in the effort to improve your chances.

For making a personal appearance in the constituency (arriving) you will have received between 475 and 525 votes committed to your party. Your chances at that particular constituency can be increased depending on how much you are willing to spend on canvassing to help your candidate. You will be asked how much you want to spend on canvassing. Type '0' if you do not want to spend any money. For every £100 you spend on canvassing you can expect to convince between 95 and 105 voters to support you.

RANDOM OUTCOME

The border colour is that of the player

whose turn it is. When you land on these segments you may:-

- a) Gain or lose between £475 and £525 of funds.
- b) Gain or lose 475 to 525 votes at 3 of your marginal constituencies.
- c) Be able to visit one of three marginal constituencies of yours.
- d) Be able to visit any constituency.

When you are able to visit a constituency you will be shown who leads in the seat and by how much. If you are able to visit any constituency you will be able to see the state of affairs in all the constituencies before you decide. After you have looked at the screens you will be asked where you want to go. You do not have the opportunity of seeing the screens again so it is wise to remember or jot down the number of any constituencies you are considering going to.

GENERAL ELECTION RESULT OPINION POLL

Every 10 rounds and after the last round you will be given an opinion poll indicating

how many constituencies you can expect to win. If you have many very marginal constituencies the opinion poll can be upset.

VOTING

When all the canvassing has finished voting will start. During the voting each party will gain or lose up to 500 votes to represent the 'floating voter'. In practice this means an unexpected difference of 1000 votes could occur. As stated earlier this could put the opinion poll forecasts out, especially if you have a lot of very marginal constituencies.

ADDITIONAL SCREEN INFORMATION

Each turn you will be shown how much money you have and where you are on the circuit (constituency numbers 0-59). Random boxes are not numbered. If you are on one it will be indicated by the fact that you are "just past 36" in other words the random box between 36 and 37.

You will also be shown how many safe seats you hold. A safe seat indicates a lead of at least 1000 votes over the nearest party. Marginal seats that you hold are also indicated. In these seats you will have a

forecasted lead less than 1000 votes.

MONEY LEFT AFTER CANVASSING HAS FINISHED

After all the canvassing rounds are finished any remaining money is useless to you. It is desirable for you to have spent all, or nearly all, of your money as canvassing ends.

HINTS

If you try and maintain a lead of about 1000 votes other players have quite a good chance of regaining the lead. You can, however, spread your attack widely throughout the constituencies. If you try and establish a stronger lead of 2000 votes for example, opponents will find it harder to regain the seat but you will be able to attack fewer seats.

At most seats, you will need less than 4000 votes to take the lead. As in real life there are some seats which are your party's traditional strongholds and are therefore almost unassailable.

To stop 'floating voters' affecting the outcome of a constituency that you assumed you could win, you should try to

be at least 1000 votes ahead in a constituency by the end of canvassing. There is a facility for a recount should there be an absolute 'dead heat' in a particular constituency.

When you are offered the opportunity of going to constituencies you should try and choose one which entails you passing Central Party Office and the half way stage (constituency 31) as you will be given your funds as you pass them.

Acknowledgement to Mr. Chips "Westminster"

RULES OF THE ELECTION GAME

